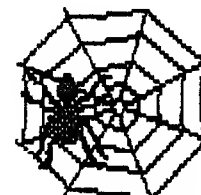


BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed
"Oh, what a tangled web we weave
When first we practice to deceive!"
Sir Walter Scott



VOLUME VIII, #36

(#256)

7 Dec 06

MERRY CHRISTMAS!

Boris and Ms Nar want to take this opportunity to wish you and yours a Merry Christmas and good gaming throughout the New Year.

Congratulations go to Ron Fisher for a narrow win in our first ever postal game of *WIZARD'S QUEST*. It basically came down to who would move first in Turn 6. Ron and Debbie were adjacent to their final treasures and Greg and Bill were two away -- needing but an extra attack campaign card to reach their final treasures (and Bill had one in hand). We have three interested in a rematch, any others?

Congratulations to Prof Hanna for another masterly lesson on how to play 1830. It would've been close at the end of ORs 10, but Paul Zieske's extending things into ORs 11 in order to avoid last place turned it into a blow away.

Congratulations to Kevin Wilson in winning our seventh *STELLAR CONQUEST*. It wasn't even close.

We have a quorum for *BRITANNIA* -- Zieske, Copeland, Anderson & Martin. We'll begin as soon as a page opens (which could be next month if we don't fill the COL DIP and WZQ rematches). I do have the 2nd Edition, if the players would rather go with it. Either of two Irish variants are possible too.

IMMEDIATE GAME OPENINGS:

18xx: New game starts next issue. Apply soonest.

COLONIAL DIPLOMACY: Need 3 more.

WIZARD'S QUEST: Need 1 to 3 more.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "There must be a beginning of any great matter, but the continuing unto the end until it be thoroughly finished yields the true glory. -- Sir Francis Drake

NEW ON THE WEBSITES: The Hall of Fame file has been updated.

PICTURE OF THE MONTH: Jim Fryling sent pictures of his newborn grandson, but we'll go this time with Paul Zieske (in red) playing pre-AH *TITAN* circa 1982.

It's time to join the Boardgame Players Association for 2007 and vote for the 25 trial tournaments. My *WIZARD'S QUEST* is not on the ballot. Don't know if write-ins are allowed.

GMT (www.gmtgames.com) is offering a revised edition of *BLACKBEARD* in the P500 portion of their latest catalogue. Supposed to eliminate the "I haven't had a turn for 45 minutes" whining that is epidemic in the AH version.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award and free issue are shared this month by Rick Copeland and Dave Anderson for their *CIRCUS MAXIMUS* press. Quoth the Mighty One, "I love it when they set me up for a zinger!"

This month's Ms Nar Super-Sudsy Bomb is lobbed at Paul Barrett for several late moves.

PERSONAL COMMUNICATION HERE (maybe):

BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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Deadline for most games is 1800 CST 5 JAN 07



France Squeezed!! MOS Falls! Fall 1907

XVIII
2005F

CLIFFHOME: While the Turks are merrily rolling up the East, Italian and German forces are converging for the final push on France. French luck is holding, as the loss of A BUR is not a problem on a Fall turn as it can be immediately be rebuilt in PAR where it is most needed and the Italian stab in MAR could both slow the German and to cause their joint attack to disappear. Seriously though, it could slow the oncoming assault on Britain, especially since F CLY may be the most expendable of the Tsar's remaining forces. Given German goodwill, Tsar Ron still has the STP/NWY stalemate line to thwart the northern thrust of Islam.

TROOP MOVEMENT

Russian A WAR retreats to LVN.

ENGLAND (Anderson): [F Nth-Edi], F Wal S F Lpl, [F Lpl S RUS F Cly-Nat] (nso);

FRANCE (Nichols): [A Bur-Par] (d), F Bre H;

GERMANY (Haffey): A Hol H, A Bel-Bur, [A Gas-Mar], [A Plc-Par], F Swe-Ska, F Ber H, A Mun S A Bel-Bur, F Kle-Den;

ITALY (Copeland): F Mid-Eng, F Spa(s) F Lyo-Mar, [F Iri S RUS F Cly-Lpl] (nso), A Tri H, A Ven-Ple, F Ion H, F Lyo-Mar;

RUSSIA (R. Fisher): A Mos-War, [F Nwy-Nth], A Lvn S A Mos-War, [F Cly-Edi];

TURKEY (Shacklett): [A Sil-War], [A War-Lvn], F Gre S F Aeg, A Vie S A Bud, F Aeg S F Gre, A Ukr S A Sev-Mos, A Bud S A Vie, A Sev-Mos, F Bla H, A Ser S A Bud.

Turkish A WAR must retreat otb or to GAL or PRU.

Orders in brackets fail: amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

SUPPLY CENTERS:

ENG: Edi Lon Lpl

FRA: Bre Par

GER: Ber Kle Mun Den Hoi Bel -Mar Swe

ITA: Nap Rom Ven Tun Por Spa Tri +Mar

RUS: -Mos StP War Nwy

TUR: Ank Con Smy Bul Sev Rum Gre Bud Ser Vie +Mos

(3) Even

(2) Build I

(7) Tear I

(8) Build I

(3) Tear I

(11) Build I

Due next are orders for Spring 1908 and Press. Ms Nar loves Press. See website for transcript and current map.

BORIS WORLD PRESS REVIEW

England to Germany: You are such a generous man!! Letting all your fleets do nothing while Italy and Russia tries to take my centers and you get nothing. How kind of you. Italy and the Turk aren't even fighting one another. Everybody seems to be working together. Maybe you and France can work out your differences too.

Italy to Germany - My dear Kaiser, A few turns ago I helped you to MAR so that we could both quickly gain some builds from French centers and then mount an adequate defense against the Turk. Your refusal to help me into Brest has forced me to look elsewhere for builds. That is why I am aiding Russia in England. England's units (sorry Dave) cannot be used against Turkey unless we utilize them ourselves. Same with the French centers. So please fire your chief of staff, mop up the frogs, and get on with the real fight against the heathen Turk who is very close to victory!

WIZARD'S QUEST Commentary:

BLUE: Congratulations to his victory. My poor color Blue got the shaft twice with the wizard cards and I had really forgotten most of the rules on this old gem. So I let Yellow clean up the orcs in front of me and just follow him up to my 2 blue treasures. After I had signed up with ACTS though I could not for love nor money remember my password. So I just had to treat it like a PBM game and just send Paul my orders. I am still surprised that after all that mess that I almost won it and if the color order was different I would have. I even had the pull wizard card to move him out of my area. Oh Well.... Congrats again to Red. ACTS though is too troublesome for me. Good Luck to the future conquerors of Marnon.



COLONIAL DIPLOMACY "Wide Open Spaces" Some Speak 1989

2003I
ea07

TROOP MOVEMENT.

French A CAN retreats to CHU. France tears F TON. No one cares about the rest.

Abbreviated Supply Center Chart:

CHI: Pek Sha Sik Ass Kam Kag -Chu U.Bur Ben Mac Can

FRA: -Ann -Coc Ton -Ban Ran May +Chu

(10) Build I

(4) -F Ton

GM: I picked this up as an "orphan" game from *ishktbbible* when the original GM, Phil Reynolds, up and died. It seemed like a good match -- I was looking for another DIP-like game, had already run a COL DIP, and two of the players were already BORISers. But then, two of the original players declined to continue (for whatever reasons). Of my pool of interested substitutes, there were three: Kevin Wilson said Holland only, Dave Anderson & Rick Copeland agreed who would get Holland, who would get Russia. The die roll between Kevin and Dave went with the latter. Kevin later commanded Japan when Quigley NMR'd out and Martin Burgdorf joined when Boyum NMR'd out. I look forward to a rematch where Burgdorf can prove his mettle.

France: I think the most fascinating thing about this game was the rapid rise, and even faster fall, of Britain. He grew very fast in the first few years, but at the cost of pissing off all of his neighbours. His actions resulted in the formation of an alliance between Turkey, Holland, France, and China.

His annoying fleets in Hong Kong and Malaysia definitely kept me busy for a few years, but his antagonism to China and Holland probably contributed to my survival (thanks!).

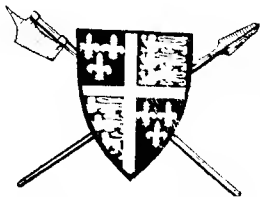
As interesting as the game was - I think I played rather poorly. Problems on the home front arose at a crucial point (for me) in the game. I had to decide whether to commit against China or Holland. But I was distracted, and I waffled. Ah, well, such is life.

Thanks to all for a good game - and congrats to Dave for his victory.

But Dave, you owe me one :-)

Holland: First, I would like to thank Paul for running and finishing the game for Phil Reynolds. May he rest in peace. If Rick had gotten this position instead of me, he would have been writing this statement instead of me. I could not have won if it were not for Graham Wilson sticking with me to the end though. I do feel bad for the stab, but could not avoid it as everywhere else was stalemate. He would have ended up with 5 if he had sent in my suggested orders. The poor Chinese army in MAY would have been crunched again.

I have no idea why the previous Dutch player quit. He was growing and dots were still plentiful. I made a quick agreement with the French and Japanese players to start moving my fleets west toward the British. The Japanese wanted Manila as part of the deal, but, I said NO. Manila like Formosa is what I call a pinwheel province. Once you control Manila you control everything around it. You can push, pull or hold anything around it and once I did, it sealed off MP and closed part of Japan's southern route, and when the French took Formosa I supported him from MP and with his fleets in SCS and elsewhere. It totally sealed off Japanese expansion south. Now with Japan contained I was free to send most of my units west to contain the British and Turks. The Turks would have been a MAJOR problem for me except for the frequent NMRs. I outguessed the British on some places, but when I got to WIO first, then I basically could seal it off with support from EIO and CEY. The Turk had no chance to break the line. They and their Russian allies(?) may have kept me off the Indian centers but it would have taken work. The Chinese and I never really got a chance to talk although I did send him some e-mails. He had his own problems with everyone coming to visit and then staying!!! The French could have stopped me from gaining 16 centers, but the NMR doomed that. I would have gotten it next year though. The French were always hampered by the Austria effect. Too many dots nearby, too many neighbors wanting a share. I did my best to help him grow. To answer Paul's question the answer is probably not. I don't think I could have gained 26 centers. The Turks blocked any expansion west. Me and Japan blocked each others pathway north or south in the eastern seas. I would have quickly gobbled up 2 of Frances centers, but then the slugfest would have been renewed between the Dutch army replacing the French army for control of Indochina. It would have been called probably a H/T/J draw. Turkey was setting up Russia for a fall and China would not have been able to hold a combined J/H and possible Turk assault on the homeland.



KINGMAKER

"King of Pain"
TURN 21

KOP

The Cast:

THE MAD HUNGARIANS (Dowrey): Fitzalan [30], Warden of the Northern Marches [(1)50]. Stanley [50], *Le Lucas*. Event cards (1), Crown Cards (9).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50]; Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)], Holland [20], Duke of York [30], Courtenay[30], Admiral of England [50], *Le Rose*. Lancaster [(20)]. Event cards (7), Crown Cards (6).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray [50], Treasurer of England [50]; Hastings [10], Bishop of Carlisle [(30)], Cromwell [10], Earl of Kent [30], Constable of London [(2)50], Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Northampton [(20)], *Le Nicholas*, Burgundian Crossbowmen (30). Carisbrooke, Calais, Newcastle. Event cards (3), Crown Cards (6).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [(2)50], Nottingham [(20)], Neville [50]; Audley [10], Saxons [10]; Roos [20], Herbert [10], Talbot [30]. Event cards (4), Crown Cards (3).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Warden of the Cinque Ports (50), Archbishop of Canterbury, Bristol [(30)], Coventry [(20)], Clifford [10], Earl of Worcester [30], Captain of Calais [(3)50], Bishop of Lincoln, *Le Michael*, Flemish Crossbowmen (20). Event cards (4), Crown Cards (1).

TURN 21 (cont): *Le Lucas* ports in Rochester. The rest of SQ accompanies Stafford. WF plays *Le Swan* on Howard.

MOVEMENT:

SQ: Everyone holds at Leeds.

MH: Fitzalan and Stanley Ne-Nd-Nc blocked by KPP. *Le Lucas* with Bouchier Rochester-S15-S12-S11-S10-S9.

TCC: Courtenay @ Weymouth, boards *Le Christopher*, which with *Le Margarete* sails S9-S3-S2-S1-Penzance. Pole & Gang hold in Preston.

WF: *Le Swan* Berwick-S32-S26-S27-S22-S19. Clifford & Howard hold.

KPP: Hastings and Mowbray (follow Stanley) Oc-Oe-Nc blocked by MH. Cromwell Rochester-Blackheath-Leeds.

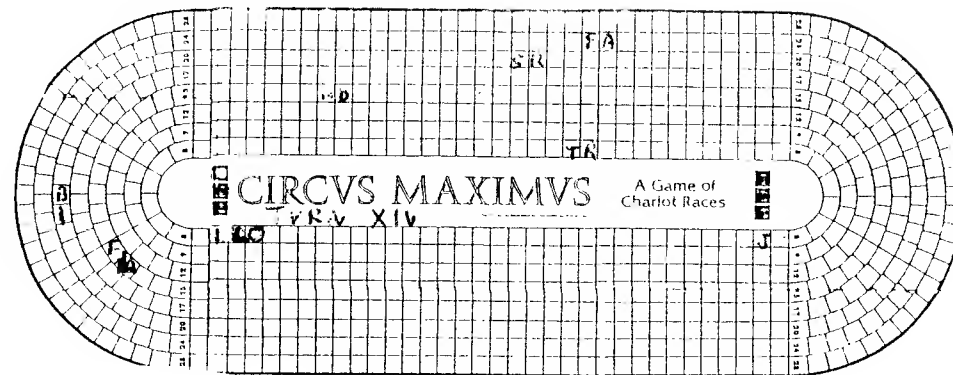
COMBAT: Cromwell (290) vs SQ at Leeds (210+100). Percy, Hastings, and Mowbray (380) vs Stanley and Fitzalan (180).

We take a short pause to confirm combat and to allow any extra cards to be played. Combat orders due 18 Dec. We'll publish the results, then pass out Crown and Event cards ere the BORIS Alert on 29 Dec.

NOBLES: Audley, Herbert, Neville, Roos, Stafford, Talbot in Leeds, Cromwell outside it. Bouchier aboard *Le Lucas* @ S9. Clifford on Continent; Courtney in Penzance; Duke of York, Holland, Pole, Scrope in Preston; Fitzalan & Stanley, Hastings, Mowbray and Percy @Nc; Howard in Rye.

SHIPS: *Le Christopher* & *Le Margarete* @ Penzance, *Le Lucas* @ S9, *Le Michael* interned @ Carisbrooke; *Le Nicholas* @ Chichester, *Le George* & *Le Trinity* @ Rye, *Le Swan* @ S19.

HEIRS: Reds: King Henry at Nc w/ Percy, Margaret & Edward of Wales in Beaumaris; Artie w/ Fitzalan @ Nc. Whites: Richard of York in Preston w/ Pole, George @ Leeds w/ Stafford; Richard of Gloucester, Edmund of Rutland, Edward of March (RMP).



FINAL SPRINT BEGINS!

TURN XV:

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	2/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	26	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	N	0/0	7536	08	23	3/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	08	19	2/2
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	5536	05	21	3/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	20	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	15	14	2/1

Fastus Max: 23. Out 1, ahead 3, attack SR cart-horse (8+2 vs 8+2 = SR evades -2 MP), in 1, attack SR cart-horse (4+2 vs 6+2 brake -2 END), ahead 15.

Trickster: 11, no whip. In 3, ahead 5.

Josephis: 8, no whip. Ahead 8.

Mellito Domi Adsum: 13, no whip. Out 2, ahead 11.

Sprinticus Rex: 21-2, no whip. Corner strain at 1 over (11-2 = ne -1 END). Ahead 19.

Benjos: 14, no whip. Ahead 14.

Luke Outtus: 11, no whip. Ahead 2, cornerstrain at 3 over (15-1 = LH, 7 - 1 Inj pt to #1 horse), ahead 9.

Flippus Max: 14, no whip. Ahead 14.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	2/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	26	14	2/2
7-1	Red	Fastus Maximus (+2/10)	L	N	0/0	7536	08	23	3/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	08	19	2/2
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	5536	02	21	3/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	4435	20	17	2/2
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	15	14	2/2

Game transcript and map are on the website.

PRESS:

Fastus shouts "Follow that cart" as once again Sprinticus takes the lead. Fastus shouts to his horses. Come on Merry and Pippin, come on Frodo, pick up the speed. Merry and Pippin go faster. Sam, help the Baggins get some speed on and we will get the Ring or I'll whip all of you. My whip...where the frack is my whip...DOOOOOHHHHHHH.....

Sprinticus to Fastus Max - Hey Fatso, wanna buy a whip??? It's a good thing to have when you want to make your horses run faster.

Ms Nar-Fastus Max: Just remember my favorite song from the cartoon version of *The Return of the King* "Where There's a Whip, There's a Way". Morale: No whip, no way (to win).



MAHARAJA

Turns 15-16



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Mughals: 1A w-Lahore, 1A w-Gandhara; 2A, Arms w-Agra.

BOARD:

Pandya (2): 1A @ Golconda.
Marathas (2): 2A @ Bijapur; 2A, Arms @ Maharashtra, 1A @ Andhra, Mysore.
Cholas (x): 1A @ Malabar, Arms.
Sinhalese (1): 2A @ Sinhala.
Sikhs (2): 1A @ Kashmir.
Rajputs (0): 2A @ Gondwana, Rajputana; 1A @ Assam, Delhi.
Muslims (1): 1A @ Berar, Bidar.
Mughals (0): 2A, Arms @ Delhi(w-Agra); 2A @ Kashmir(w-Lahore & Gandhara), Magadha; 1A @ Agra, Baluchistan, Bihar, Bundelkhand, Jaunpur, Oudh, Malwa, Punjab, Sind.
Portuguese: 2A @ Khandesh; 1F @ Gujarat, Sind.
Dutch: 1A @ Indian O.
French: 1A, L @ Arabian; 2A @ Lanka; F @ Andhra.
British: 3A @ Karnatak, Kerala; F @ Malabar, Kerala, Karnatak; Clive @ ???.
Allied: Cholas (P), Rajputs (A).

Dutch: Hold.

French: Duplex retires. 1A Arabian-Malabar. 1A Lanka-Malabar (1+2, 1:4+1; 5+2, 4:4+1; 3+2, 1:5 -1 Chola, Arms, -1 BF). Build F Lanka & Malabar. Score 2 VP. Cholas are extinct.

British: Place Clive in Kerala. 2A, L Kerala-Mysore (4+2, 1:5 -Maratha), 2A Karnatak Lanka (6, 2:5, 6 -2 Brits, -1 Fre). Brits score 1 Raj VP.

FACTORIES: Portuguese score 2+1 VP, the French score 3+3 VP, and the Brits score 2+1 VP.

Score: Purple 84, Blue 62, Yellow 58, Green 56.

TURN 16

BOARD:

Pandya (2): 1A @ Golconda.
Marathas (2): 2A @ Bijapur; 2A, Arms @ Maharashtra, 1A @ Andhra.
Sinhalese (1): 2A @ Sinhala.
Sikhs (2): 1A @ Kashmir.
Rajputs (0): 2A @ Gondwana, Rajputana; 1A @ Assam, Delhi.
Muslims (1): 1A @ Berar, Bidar.
Mughals (0): 3A, Arms @ Agra; 2A @ Magadha; 1A @ Baluchistan, Bihar, Bundelkhand, Gandhara, Jaunpur, Lahore, Oudh, Malwa, Punjab, Sind.
Portuguese: 2A @ Khandesh; 1F @ Gujarat, Sind.
Dutch: 1A @ Indian O.
French: 2A @ Malabar; F @ Andhra, Lanka, Malabar.
British: Clive, 2A @ Mysore; 2A @ Indian O; 1A @ Karnatak, Kerala; F @ Kerala, Karnatak.
Allied: Rajputs (A).

Pandya (2): Grow 0.5 pp. Hold.

Marathas (2): Grow 1.5. Add 1A @ ...

LEGEND: A = Army, F = factory, ... = die roll by factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website.



BRITANNIA

"Frisian"
Turn XIV

The Cast: Nations in Italics are extinct. In parentheses are not yet in play.

A (Hanna): *Romans, R-Bs*, Norsemen, (Norwegians)

B (Anderson): Welsh, *Jutes*, (Normans)

C (Butitta): Brigantes, Caledonians, Danes

D (Boyum): Picts, *Irish*, Angles

E (Frueh): *Belgae, Scots*, Saxons, Dubliners

Board:

Welsh (B, 0.5): 1A @ Avalon, Clwyd, Devon, Downlands, Dyfed, Gwent, Hwicce, Powys, Wessex.
Brigantes (C, 1.5): 2A @ Galloway, Strathclyde; 1A @ Lothian.
Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.
Caledonians (C, 2): 2A @ Calthness.
Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.
Dubliners (E): 3A @ Irish, York; 1A @ Cheshire, Cumbria.
Danes (C, 1): 6A, L @ Frisian.
Saxons (E, 0): 2A, Edgar @ Suffolk; 1A @ Essex, Kent, Lindsey, March, N Mercia, Norfolk, S Mercia, Sussex.
Angles (D, 2.5): 2A @ Dunedin, Pennines; 1A @ Bernicia.

Picts (2.5): Grow 2 pp. Add 1A @ Skye. 1A @ Skye-Hebrides (1:6 -1 Pict).

Caledonians (2): Grow 0.5 pp. Hold.

Norsemen (2.5): Grow 1.5 pp. Add A @ ____.

SCORE: C(86.5), E(69.5), A(58), D(55), B(42)

Board:

Welsh (B, 0.5): 1A @ Avalon, Clwyd, Devon, Downlands, Dyfed, Gwent, Hwicce, Powys, Wessex.
Brigantes (C, 1.5): 2A @ Galloway, Strathclyde; 1A @ Lothian.
Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.
Caledonians (C, 2): 2A @ Calthness.
Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.
Dubliners (E): 3A @ Irish, York; 1A @ Cheshire, Cumbria.
Danes (C, 1): 6A, L @ Frisian.
Saxons (E, 0): 2A, Edgar @ Suffolk; 1A @ Essex, Kent, Lindsey, March, N Mercia, Norfolk, S Mercia, Sussex.
Angles (D, 2.5): 2A @ Dunedin, Pennines; 1A @ Bernicia.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Game transcript and current map can found on the website.

Dune pbm (continued from p 15)

Special Character Powers

Atreides: The player must make his battleplan conditional upon the results of prescience. He may bestow his bidding advantage upon other players as he chooses. This allows them up bid on cards by name as opposed to numeric rank. Other players should submit orders conditional upon whether the Atreides allow them, at his whim, to bid in this manner on not. To do so, the Atreides player must inform his "ally" what card is up for bid. There are two possible outcomes. The Atreides player may indeed allow him to bid on the card as is, or attempt to "trick" him. (As an example: the Atreides informs Player B that he can bid on the Lasegun. The Atreides player then instructs the GM, "I allow Player B to bid on the LASEGUN". However, if he wishes to betray player B, he informs the GM that "I am telling player B that BALISET is LASEGUN." Player B could state, however, that he will

---concluded on p 9



BLACKBEARD

Turns 120-122



THE CAST:

1. (Barrett) Portugues, Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Taylor, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	J23	+3	5	35	(2/3)	1	282	--	--	--	FSN
2	Davis	Sloop	X19	+3	6	14	5	2	674	--	--	--	NP
4	Rackham	Scnr	E141	+3	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	M14	+3	6	0	3	4	0	45	300	1(14)	S
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	DD18	3	15								
2	Matthews	KC	Box1	2	16								
2	Rogers	KC	Box1	2	16								

The Board:

Guvs: Pro: 35, 46, 53, 31, 41
 Merchants: 52, 16, 36, 56, 25, 25, 25, 15, 13, 15
 Warships: B9-4 @ J24
 Out-of-Play Pirates: Teach (#3)

Anti: 23, 24, 54, 64

Destroyed Port: 14, 32
 Letters of Marque: PFB

Turn	Player	Action	Draw
120	2	JD moves 1+3 X19-AA21	21
121	1	BP attacks a B6: $4+3+5-6 = 6 < DR^{12} = 7$ no, -1 Cbt, unr. Inj = 3 = no Mutiny ch: Lead = 4: $dr^5 = 5 =$ marooned & dies; replaced by Tew	51
122	4	JR attacks a S5: $3+3+5-5 = 6 < DR^{12} = 9$ merchant escapes	41
123	3		

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
2	Davis	Sloop	AA21	+3	6	14	5	2	674	--	--	--	NP
4	Rackham	Scnr	E141	+3	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	M14	+3	6	0	3	4	0	45	300	1(14)	S
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	DD18	3	15								
2	Matthews	KC	Box1	2	16								
2	Rogers	KC	Box1	2	16								
1	Tew	Sloop	J23	+3	4	0	2	7	0	--	--	--	--

The Board:

Guvs: Pro: 35, 46, 53, 31, 41
 Merchants: 52, 16, 36, 56, 25, 25, 25(B6), 15, 13, 15
 Warships: B9-4 @ J24

Anti: 23, 24, 54, 64

Destroyed Port: 14, 32



JUNTA

Coup Succeeds!
 Years 8-9



THE CAST: (and Table order)

Rick Copeland (Martini)
 Chuck Hanna (Shades)
 Wayne Morrison (Mustache)

Dave Anderson (Hat)
 John Butitta (Stickpin)

ERRATA: There should have been three fire phases in the Presidential Palace. The results were (Gds: 1st Brgd = 1,2,2,2,3,4:1,5,6 & 1,2,5,6:2,4,4 with the result being the Prez Gds lose a unit and have to retreat to either Cathedral or Market. El Presidente conceded the coup at that point.

Coup Aftermath: First Rebel Hat votes for himself, Stickpin votes for himself, Martini votes for Hat. Hat, the new *el Presidente*, sends Shades to the firing squad.

STATUS: There was a Coup. The Bank is safe.

Hat: *El Presidente* (1v), Conservatives (8v), Radicals (3v), Christian Dems (5v), Students (3v), 2C, 3S
 Shades: <deceased>

Stickpin: 1st Brgd CO, Minister, (2v), University Faculty (3v), 4C, 1S

Mustache: <deceased>

Martini: Air Force CO, 2nd Brgd CO (1v), The Church (10v), 5C, 2S

Year 9

CARD DRAW: Shades and Mustache revive. All draw two cards. Hat discards "Graveyard Voters" and "Amateur Assassin". Martini discards "Coalition Breaks" and "Summer Recess". Stickpin discards ...

CABINET ASSIGNMENTS: Martini gets the Minister and 1st Brgd, Stickpin gets the AF and 2nd Brgd, Mustache gets 3rd Brgd, and Shades gets the Admiralty.

Press: Ms. Money Penny Nar will you please send in the foreign aid please... OH NOOO... WHAT A TRAVESTY...What a MESS...

You have _ MP in hand and _ MP in the Bank.

--DUNE pbm (continued from p 15)

bid normally or in the Atreides manner, if allowed. If player B made a bid on a card which Atreides wasn't allowing him to bid on, the bid is simply ignored.)

Bene Gesserit: The player must specify where he is hostile during the upcoming turn. Other players should list alternative card plays in case of "voicing" actions if they exist.

Emperor, Fremen: These players must denote their special tokens with an "*" when submitting orders.

Guild: The player may, instead of moving simultaneously, move either before or after everybody else. If moved first, his forces always arrive at their destination first and will always be considered the aggressor. Should he choose to move last, all of his orders may be made conditional upon the moves of any or all other players, but any enemies faced will automatically gain the aggressor status.

Harkonnen: When submitting the battleplan, he must give a list from the opposing faction's leaders of which ones he wishes to hold should they be captured, and which ones will be killed for the two Spice bounty. If this is overlooked, the GM will assume that all leaders captured are intended for execution for the bounty.

Miscellaneous

When it comes to playing cards and selecting battleplans, players should make their orders conditional upon possible results. Players are warned to make their orders crystal clear; should any doubt arise in the mind of the GM as to intentions, his rulings are final. It is suggested that no action occurs in the case of ambiguous orders.

The GM has final ruling on all rule interpretations and the manner in which the game is conducted. Should a player wish to make a complaint, he should notify the GM of the problem. But ... then GM is final arbitrator (although he may reconsider the problem to protect his integrity and the interests of all players).



MEMORY IS FICKLE

SR 11-Finish

MiF

PLAYER STATUS: (*Prez) (#) = certs (max 16)

Frueh: \$2188, 6* B&M, 5* C&O, 3 NYNH&H, 1 Erie, 1 NYC 1 B&O (14+1)
Hanna: \$2907, 6* NYNH&H, 8* Erie, 6* NYC, 1 C&O, 2 CP, 3 PRR (16+7)
Bailey: \$3923, 1 NYC, 6* CP, 1 NYNH&H, 1 PRR 1 B&O, 3 B&M, 2 C&O (14)
Zieske: \$1924, 6* B&O, 6* PRR, 2 CP, 1 Erie, 2 C&O, 1 B&M 1 NYC (16+1) <PRIORITY>

CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CH	B240	1	88	D	E19, H16, F16, 1
C&O	MF	C185	0	1	D	F6, 2
CP	CB	A180	0	26	66	A19, F16, 2
B&O	PZ	C155	2	123	D	I15, H10, J14
NYNH&H	CH	E90	0	0	5	G19N, F22
B&M	MF	F80	0	0	5	E21, F22
PRR	PZ	G63	0	217	5D	H12, H18W, H10, H16
Erie	CH	E410	0	440	D	E11N, 2

Bank has \$163.

SR 11

Zieske sells 1 B&M, buys 1 NYC (\$80-240). No change in stock price, NYC sold out.
Frueh buys 1 B&O (-\$155).
Hanna passes. Bailey buys 1 B&O (-\$155). B&O sold out.
Zieske, Frueh & Hanna pass.
Bailey buys 1 B&M (-\$80). B&M sold out!
All pass. All sold out so all but CP rise one row.

OR 11a

NYC: Lay tile #24 in H6(e). Run H18-G19-G17-F16-H16-G7-H4-F4-E5-E7-D10-D10-E11 (\$500)
Pay dividends (CH +\$300, PZ +\$100, CB +\$50). Price to A300
C&O: Lay #42(sw) in G5. Run E11NW-D10NE-D10NE-E7-E5NE-F4-F6-G7NW-F10-E11SW-G7SE-H4-F2 (\$450). Pay dividends (MF +\$225, PZ +\$90, CH +\$45). Price to B240. *The Bank is exhausted.*
B&O: Lay #8(se) in I13. Run H18-I19-I15-J14-H10-E11s-F10-G7-H4-F4-E5-E7-D10N-D10S-E11N (\$520). Pay \$52/share dividends (PZ +\$312, MF +\$104). stock to B200
CP: Lay #29(se) in B12. Run H18n-G19s-G17e-F16-G19n-F21 (\$270) and I15-F16-G7SE-H4-F4-F2 (\$240), pay divs (CB +\$306, CH +\$102), stock to A200.
NYNH&H: Lay #20 in E21(e). Run F16-G19N-F20-F22-E23 (\$220). Pay divs (CH +\$132, MF +\$66, CB +\$22). Price to D110.
B&M: Lay no tile. Run F16-G19N-F20-F22-E23 (\$220). Pay divs (MF +\$132, CB +\$88). Price to E100.
PRR: No tile lay. Run F16-G17-G19-H18-H16-H12-H10-E11s-F10-G7-H4-F4-E5-E7-D10n-D10s-E11n (\$600) and E23-E19-G17-H16-I15 (\$210). Pay dividends (PZ +\$486, CH +\$243, CB +\$81). Stock to F67.
Erie: Play #9(e) in E17 (-\$120). Run E23-E19-E11-D10-D10-E7-E5-F4-H4-G7-F10-E11-G7-F6 (\$480). Pay (CH +\$384, MF & PZ +\$48). Price to D54y.

OR 11b

NYC: Lay no tile. Run E11-D10-D10-E7-E5-F4-H4-G7-E19-G17-H16-F16-G17-G19-H18 (\$550). Pay (CH +\$330, PZ +\$110, CB +\$55). Price to A325.
C&O: Lay tile #8(w) in I5. Run E11NW-D10-D10-E7-E5-F4-F6-G7-E11SW-F10-G7-H4-F2 (\$450). Payout (MF +\$225, CB +\$90, CH +\$45). Stock moves to B260.
B&O: No tile lay. Run H18-I19-I15-J14-H10-E11s-F10-G7-H4-F4-E5-E7-D10N-D10S-E11N (\$520). Pay dividends (PZ +\$312, MF +\$104). Price to B220.
CP: Lay #24(e) in E17. Run F2-F4-H4-G7S-F16-G19N (\$260) and H18N-G19S-G17E-F16-E19-E23 (\$280). Pay divs (CB +\$324, CH +\$108). Price to A225.
NYNH&H: Play no tile. Run E23-F22-F20-G19-F16 (\$220). Pay dividends (CH +\$132, MF +\$66, CB +\$22). Price to D120.
B&M: No tile play. Run E23-F22-F20-G19N-F16 (\$220), pay dividends! (MF +\$132, CB +\$88), stock moves to D110.
PRR: No tile lay. Run F16-G17-G19-H18-H16-H12-H10-E11s-F10-G7-H4-F4-E5-E7-D10N-D10s-E11N (\$600) & E23-E19-G17-H16-I15 (\$210). Pay dividends (PZ +\$486, CH +\$243, CB

D10s-E11N (\$600) & E23-E19-G17-H16-I15 (\$210). Pay dividends (PZ +\$486, CH +\$243, CB +\$81). Stock to F71.

Erie: No tile play. Run E23-E19-E11-D10-D10-E7-E5-F4-H4-G7-F10-E11-G7-F6 (\$480). Pay dividends (CH +\$384 MF & PZ +\$48). Price to D60y.

OR 11c

NYC: No tile lay. Run H18-G19-G17-F16-H16-G17-E19-G7-H4-F4-E5-E7-D10-D10-E11 (\$550). Pay (CH +\$330, PZ +\$66, MF & CB +\$33) Price to A350.
C&O: No tile lay. Run E11NW-D10-D10-E7-E5-F4-F6-G7-E11SW-F10-G7-H4-F2 (\$450). Payout (MF +\$225, CB +\$90, CH +\$45). Stock moves to B280.
CP: No tile lay. Run F2-F4-H4-G7s-F16-G19n (\$260) and H18n-G19s-G17e-F16-E19-E23 (\$280). Pay \$54/share divs (CB +\$324, CH & PZ +\$108). Price to A250.
B&O: No tile lay. Run H18-I19-I15-J14-H10-E11s-F10-G7-H4-F4-E5-E7-D10n-D10s-E11n (\$520). Pay \$52/share dividends (PZ +\$312, MF & CB +\$104). Price to B240.
NYNH&H: No tile. Run E23-F22-F20-G19-F16 (\$220). Pay (CH +\$132, MF +\$66, CB +\$22) Price to D130.
B&M: No tile. Run E23-F22-F20-G19-F16 (\$220). Pay (MF +\$132, CB +\$88) Price to D120.
PRR: No tile lay. Run F16-G17-G19-H18-H16-H12-H10-E11s-F10-G7-H4-F4-E5-E7-D10N-D10s-E11n (\$600) and E23-E19-G17-H16-I15 (\$210). Pay dividends (PZ +\$486, CH +\$243, CB +\$81). Stock to F75.
Erie: No tile. Run E23-E19-E11-D10-D10-E7-E5-F4-H4-G7-F10-E11-G7-F6 (\$480). Pay (CH +\$384, MF & PZ +\$48) Price to D66.

FINAL PLAYER STATUS: (*Prez)

Frueh: \$3910, 6* B&M, 5* C&O, 3 NYNH&H, 1 Erie, 1 NYC, 2 B&O
Hanna: \$6465, 6* NYNH&H, 8* Erie, 6* NYC, 1 C&O, 2 CP, 3 PRR
Bailey: \$5913, 1 NYC, 6* CP, 1 NYNH&H, 1 PRR, 2 B&O, 4 B&M, 2 C&O
Zieske: \$5086, 6* B&O, 6* PRR, 2 CP, 1 Erie, 2 C&O, 2 NYC

CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CH	A350	0	88	D	E19, H16, F16, 1
C&O	MF	B280	0	1	D	F6, 2
CP	CB	A250	0	26	66	A19, F16, 2
B&O	PZ	B240	0	123	D	I15, H10, J14
NYNH&H	CH	D130	0	0	5	G19N, F22
B&M	MF	D120	0	0	5	E21, F22
PRR	PZ	F75	0	217	5D	H12, H18W, H10, H16
Erie	CH	D66	0	320	D	E11N, 2

Bank has been exhausted. The game is over.

AVAILABLE TRAINS: D

AVAILABLE TILES:

Yellow: #7(2), #8(4), #9(2), #57(3)

Green: #16(1), #19(1), #24(1), #25(1), #26(1), #27(0), #28(1)

Brown: #40(1), #46(1)

RESOLUTION:

Player	Cash	Stocks	Total	Place
Hanna	\$6435	\$4843	\$11,308	1
Bailey	\$5913	\$3515	\$9,428	2
Zieske	\$5086	\$3441	\$8,527	3
Frueh	\$3910	\$3406	\$7,316	4

Game transcript and ending map are on the website.

Due next are any post-game comments and sign-ups for the successor game. Possibilities include 1829 (N or S), 1830, 1835, 1870, and Silverton plus variants thereto (see the website for a host of 1830 variants). Could even do Eurorails, Iron Dragon, or Prairie Rails in a pinch. If Santa Nar is feeling generous, the Deep Thought 18xx games could be possible after Christmas.

1856

"HIS SILVER CUP" SR 1B-SR 4



PLAYER STATUS

Zieske: \$155, SCFT, W&S
Bailey: \$225, GLS
Frueh: \$245, Can
Hanna: \$195, NFSB
Butcher: \$280, Flos.

SR 1b

Bailey buys CA Presidency, sets par @ \$65/share (-\$130).
Frueh buys LPS Presidency, sets par @ \$80/share (-\$160).
Hanna passes. Butcher buys GT Presidency, sets par @ \$90/share (-\$180).
Zieske passes. Bailey buys CA share (-\$65).
Frueh buys LPS share (-\$80).
Hanna buys GW Presidency, sets par @ \$65/share (-\$130).
Butcher buys GT share (-\$90).
Zieske, Bailey, & Frueh pass. Hanna buys GW share (-\$65).
All pass. Butcher has the Priority.

OR 1: Privates pay TB \$5, MF \$10, CB \$15, CH \$20, and PZ \$30.

Corp	Title Lay	Token	Earn	Dv? Loans	Trains	Price	Notes
GT	#57(ne)/P9	P9	\$0	N 0	+2	B80	-\$100 for 2-train
LPS	#5(nw)/C14	C14	\$0	N 1(+90)	+2+2	C75	-\$200 for 2-trains
CA	#57(ne)/D17	D17	\$0	N 1(+90)	+2	F60	-\$100 for 2-train
GW	#5(n)/F17	F15	\$0	N 1(+90)	+2	F60b	-\$100 for 2-train

SR 2

Butcher passes. Zieske buys Pres certf of CV at \$90 par (-\$180).
Bailey passes. Frueh sells 1 LPS (+\$75, price to D70) and buys 1 GW (-\$65 to GW).
Hanna sells 1 GW, buys 1 LPS from pool (+\$60-70). GW price to F55.
All pass. Butcher has the Priority.

OR 2: Privates pay TB \$5, MF \$10, CB \$15, CH \$20, and PZ \$30.

Corp	Title Lay	Token	Earn	Dv? Loans	Trains	Price	Notes
CV	#9(ne)/M12	N11	\$0	N 0	+2	B80	-\$100 for 2-train
GT	#9(ne)/O10	--	\$50	Y 1(\$90)	2+3	B90	-\$225 for 3-train *
LPS	#7(ne)/B11	--	\$100	Y 2(+80)	22	D75	-\$100 for CanCo
CA	#8(sw)/E16	--	\$40	Y 2(+80)	2+3	F65	-\$225 for 3-train
GW	#8(sw)/G14	--	\$50	Y 2(+80)	2+3	G60	-\$225 for 3-train

*PHASE CHANGE: Green tiles available. Privates may be sold.

SR 3

Butcher and Zieske pass. Bailey buys CA (-\$65).
Frueh buys LPS (-\$80).
Hanna sells LPS, buys GW from pool (+\$75-60). LPS to E70.
Butcher, Zieske, & Bailey pass. Frueh buys LPS (-\$80).
Hanna buy GW from IO (-\$65).
All pass. Butcher retains priority

OR 3a: Privates pay TB \$5, LPS \$10, CB \$15, CH \$20, and PZ \$30.

Corp	Title Lay	Token	Earn	Dv? Loans	Trains	Price	Notes
GT	#14(sw)/P9	--	\$130	Y 1(-\$10)	23	B100	
CV	#57(ne)/L13	--	\$50	Y 1(+90)	2	B90	
LPS	#15(nw)/C14	--	\$140	Y 3(+70)	22+3	E75	a)
CA	#121(sw)/F15	F15	\$40	Y 3(+70)	23	F70	b)
GW	#5(nw)/H15	--	\$160	N 3(+70)	23+3	G55	-\$225 for 3-train

a) Buys SCFT from Zieske (-\$135), buys 3-train (-\$225).

b) Buys GLS from CB (-\$135), places Port @ F17; GLS closes. Plays token in F15 (-\$40).

OR 3b: Privates pay TB \$5, PZ \$10, CH \$20, and LPS \$30.

Corp	Title Lay	Token	Earn	Dv? Loans	Trains	Price	Notes
GT	#120(s)/N11	--	\$160	N 2(+80)	23	B90	Buy Flos from TB (-\$1
CV	#15(ne)/L13	L13	\$90	Y 2(+80)	2	B100	Buy W&S from PZ (-\$8)
LPS	#9(se)/D15	--	\$140	Y 3(-\$30)	223	E80	
CA	#15(ne)/F17	--	\$190	Y 3(-\$30)	23	F75	\$16/share
GW	#24(se)/E16	C14	\$240	Y 4(-\$60)	233	G60	a)

a) -\$40 (token); buy NFSB from CH (-\$200); LPS makes destination

SR 4:

Butcher buys 1 GT (\$90 to GT).
Zieske buys 1 CV (\$90 to CV).
Bailey & Frueh buy 1 CA (\$130 to CA).
Hanna buys 1 CV (\$90 to CV).
Butcher passes. Zieske buys 1 CV (\$90 to CV).
Bailey & Frueh buy 1 CA (\$130 to CA).
Hanna buys 1 CV (\$90 to CV escrow).
Butcher passes. Zieske buys 1 CV (\$90 to CV escrow).
Bailey buys 1 GW (\$65 to GW).
Frueh sells 1 GW and buys CA (+\$60-65; \$65 to CA). GW falls to H55.
Hanna buys 1 CV (\$90 to CV escrow).
Butcher & Zieske pass. Bailey buys pool GW (-\$55).
Frueh sells 3 CA (+\$225). CA drops to G70.
Hanna sells 3 CV, buys pool LPS (\$300-80). CV to E75.
Butcher, Zieske, & Bailey pass. Frueh buys 1 GT (\$90 to GT).
Hanna buys 1 CA from IO (\$65 to CA).
Butcher, Zieske, & Bailey pass. Frueh buys 1 GT (-\$90, GT escrow \$90).
Hanna buys 1 GW (-\$65, GW escrow +\$65).
Butcher, Zieske, & Bailey pass.
Frueh sells 2 GT, buys LPS (+\$180-80). GT drops to D75. LPS +\$80)
Hanna buys LPS (\$80 to LPS).
Butcher & Zieske pass. Bailey sells 1 GW (price to I50y), buys 1 pool CV (+\$55-75).
Frueh buys 1 CV from pool (-\$75).
Hanna buys GW from pool (-\$50).
Butcher passes. Zieske sells 3 CV, buys 1 CA from pool (+\$225-70). CV to H60.

PLAYER STATUS

Zieske: \$203, 2* CV, 1 CA
Bailey: \$31, 6* CA, 1 GW, 1 CV
Frueh: \$61, 5* LPS, 1 CV
Hanna: \$26, 5* GW, 2 LPS
Butcher: \$5, 4* GT <Priority>

CORPORATION STATUS

Corp	Prez	Price	Par IO	PoolLoans	Escrow Cash	Trains	Tokens
LPS MF	E80	80	3 0 3	--	\$178	223-	C14, 1, CanCo, SCFT
CV	PZ	E75	90 2 4 2	2	\$270	\$400	2--- N11W, L13, W&S
GT	TB	D75	90 4 2 2	2	\$90	\$434	23-- P9, 3, Flos
CA	CB	G70	65 1 2 3	3	--	\$390	23-- D17, F17, Port @ F17
GW	CH	I50y65	4 0 4	4	\$65	\$65	233-F15, C14, 2, NFSB

The Bank has \$9,957.

AVAILABLE TRAINS: 3444455566888888

AVAILABLE TILES:

Yellow: #1(1), #2(1), #3(3), #4(3), #5(1), #6(2), #7(6), #8(12), #9(11), #55(1), #56(1), #57(3), #58(3), #69(1)
Green: #14(3), #15(1), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(3), #25(1), #26(1), #27(1), #28(1), #29(1), #59(2), #121(1)



WIZARD'S QUEST

Turns 5-6

01

The Cast: (and table order)

Yellow: Alan Bargender
Blue: Debbie Anderson
Green: Bill Lenoir

Purple: Greg Crowe
Red: Ron Fisher

Turn 5 (concluded)

PLAYERS: Turn order remaining is Y > P

Yellow gets 4 men, petitions the Wizard, plays a card for 1 man, places 3 men and the Sorcerer in Spruceton (4Y,S), attacks Fingel (3X) (5:3 = -3Y, disperse 3 orcs to Sadbury). No advance.

Purple gets 4 men, petitions the Wizard, plays card for extra attacking campaign, places 2 men and Hero in Marls Gate, swap hero and sorcerer, draw in 11 men from Castle 2 (14P,S), attack Moss Glen (1R) (3:4 = 1R dispersed to Fernham), advance 13P,S to Moss Glen, swap H for S (13P,H), attack Haven (-) advancing 12P,H.

BOARD:

Castles: 1(11B,S), 2(3P,S), 3(1X), 4(4X,YT), 5(1P), 6(5G), 7(17G,S), 8(7R)

I: 1(2B), 2(1B,RT), 3(4Y), 4(10R,S), 5(5Y), 6(3X).

II: 1(2X), 2(3X), 3(4X), 4(1R), 5(5Y,W), 6(2X).

III: 1(1P), 2(1P), 3(1G), 4(1R), 5(9G,H), 6(1X).

IV: 1(-), 2(1B), 3(2X,YT), 4(8B,H), 5(4X), 6(11R,BT,H).

V: 1(1Y,S,PT), 2(GT), 3(1X), 4(2R), 5(2X), 6(1P).

VI: 1(1X), 2(13P,H), 3(1X), 4(D), 5(1X), 6(1R,YT).

CARDS: Purple & Yellow have 2 and a boat; Blue & Green have 1; Red has none.

Turn 6

ORCS: Orcs multiply in Regions 2 & 6 (twice) and 5. Castle 3 get 3 orcs, Portston Moor, Heatherlawn, Orc Hill, Blood Rock, Kilgarren and Windfor get 2 orcs, and Sheep Meade, Sunken Dale and Castleton get 1 orc. There are 5 orc Frenzies.

Heatherlawn (4X) vs Hidden Hollow (4Y) (6:3 = -3 orcs). Frenzy over.

Sheep Meade (4X) vs Melting Sands (10R,S) (4:3 = -4R, -3 orcs). Frenzy over.

Orc Hill (4X) vs Castle 2 (3P,S) (6:6 = -4 orcs). Frenzy over.

Sadbury (4X) vs Castle 7 (17G,S) (4:5 = -4G, -4 orcs). Frenzy over.

Castle 3 (4X) vs Moss Glen (1P) (2:3 = -1P). 1 Orc advances. Frenzy over.

Orcs occupy vacant Orc Hill, Cattle Meade, Sadbury, and Fingel.

DRAGON: Moves (4,4,2) to Radner Fen and gobbles 2 Blue men.

WIZARD: Moves to Dread Moor and prospers Blue (+3 men).

PLAYERS: Turn order is R > G > Y > P > B

Red gets 4 men, doesn't petition the Wizard, adds 4 men to Melting Sands (10R,S), attacks Hidden Hollow (1B) (3:4 1B dispersed to Castle 1), advance all but one man to claim Chest (+4R) and Gaue.

BOARD:

Castles: 1(12B,S), 2(3P,S), 3(3X), 4(4X,YT), 5(1P), 6(5G), 7(14G,S), 8(7R)

I: 1(2B), 2(13R,S), 3(4Y), 4(1R), 5(5Y), 6(3X).

II: 1(1X), 2(3X), 3(1X), 4(1R), 5(5Y), 6(1X).

III: 1(1X), 2(1P), 3(1G), 4(1R), 5(9G,H), 6(1X).

IV: 1(1X), 2(4B,W), 3(2X,YT), 4(6B,H,D), 5(1X), 6(11R,BT,H).

V: 1(1Y,S,PT), 2(1X,GT), 3(1X), 4(2R), 5(2X), 6(1P).

VI: 1(3X), 2(12P,H), 3(3X), 4(-), 5(3X), 6(1R,YT).

WINNER: Ron Fisher (Red)

DRAGONFOOD (Most men eaten by Dragon): Greg Crowe (Purple) with 2 men and a Sorcerer.

ORCBAIT (Most men killed by orc frenzies): Bill Lenoir (Green) with 14

WIZARD'S PEST (Most men taken away by Peacemaker): Al Bargender (Yellow) with 6

Legend: Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow

Game transcript and current map are on the website.



DUNE
Turn 1



The Board:

ATREIDES (Anderson): 10T @ Arrakeen, 10R, 10S, KH(0), 1C

BENE GESSERIT (Martin): 1T @ Habbanya Ridge Sitch, 5S, 19R, 1C

EMPEROR (Fisher): 15R, 5*R, 10S, 1C

FREMEN (Barrett): 3T @ Sitch Tabr, 7T @ False Wall West(s17), 3S, 7R, 3*R, 1C

GUILD (K Wilson): 5T @ Tuek's Sitch, 15R, 5S, 1C

HARKONNEN (Nichols): 10T Carthag, 10R, 10S, 2C

Storm: @ Sector 1

TURN 1

1.1 Storm: Storm moves 34 to Sector 16. F sees the Storm chit ().

1.2 Spice Blow: Blows occur at the Minor Erg (8) & Sihaya Ridge (6). A sees the next card is ().

1.3 Bidding: There are 6 cards available. A knows the types, but not the sequence.

Card 1: H bids 2; A, B, & E bid 1. H gets _____ & _____. 2S to E.

Card 2: G bids 3; H & E bid 2, A & B bid 1. G gets _____. 3S to E.

Card 3: H bids 2; A, B & E bid 1. H gets _____ & _____. 2S to E.

Card 4: H & F bid 2; A, B & E bid 1. H gets _____ on tiebreak & _____. 2S to E. H is full.

Card 5: B & F bid 2; E bids 1. B gets _____ on tiebreak (most spice). 2S to E.

Card 6: B & F bid 3; E bids 2. F gets _____ on 2nd tiebreak (). 3S to E.

1.4 Revival & Movement: Nothing to revive.

Due next time, shipment and movement. Should've been this time, but seems I forgot to call for them last time. Troops remain as above. You have _S and these cards:

DUNE PBM System, Pt 4

IX. Movement

Movement is considered simultaneous, in the normal order listed in the rules: revival, shipment and on planet movement.

Should movement result in the violation of Rule IX.C.2.f (occupation of Strongholds), units arriving by shipment take priority over forces arriving overland. If this method does not resolve the violation, the largest force (numerically) has priority over another force (ties are resolved by random number).

XIII. Bribery

When players would like to make a spice deal, all involved parties must sign a contract (an Index card is recommended) with the terms of the deal written on the card. The GM will make this deal known to the public, and has the right to adjust a player's orders by aborting certain moves if they would break the terms of the spice deal. In the case where the player agrees to make a certain move, the GM may write or place a collect call to the player concerned to receive a change in orders to rectify the problem. If this proves impossible, the GM will change orders to meet the terms of the deal. A spice deal should be closely monitored to insure that players follow through on the deal. In the rare cases where the GM can't do anything to rectify orders which break a spice deal, nothing happens; however, the player who did follow through with the deal and has an opponent who was not able to meet his end of the bargain may either declare the deal null and void, or force the player to meet the terms of the deal as soon as possible.

Advanced and Optional Rules

The following rules may be used in PBM DUNE with little change: Additional Character Advantages, Additional Karama Powers, Weather, Increased Spice Flow, Spice Blow, and Advanced Combat. The GM should be able to implement these without trouble by applying the precepts displayed above.



The Cast

Andy York (Red)
Mike Scott (Purple)

Rick Copeland (Blue)
Deb Anderson (Gold)

Turns 7.1-8.x

7.1 (Y): Roll = 8: A & Y collect 1 lumber from c2. C & A collect two brick from e5. No trade. Build roads at b3/c4 & c3/d3. (-bbl).

7.2 (C): Roll = 11: collects 1 brick @ d4. No trade. C builds one road @ e5/f4 (-bl) and one settlement at e5/f4/5. (-blgs, +1 VP).

7.3 (S): Roll = 6: S collects 1 lumber @ c5. S & C collect 1 ore @ e3. Trades ore to Y for grain, then trades 4 grain for 1 sheep, then builds a road at c5/d6.

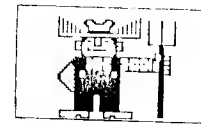
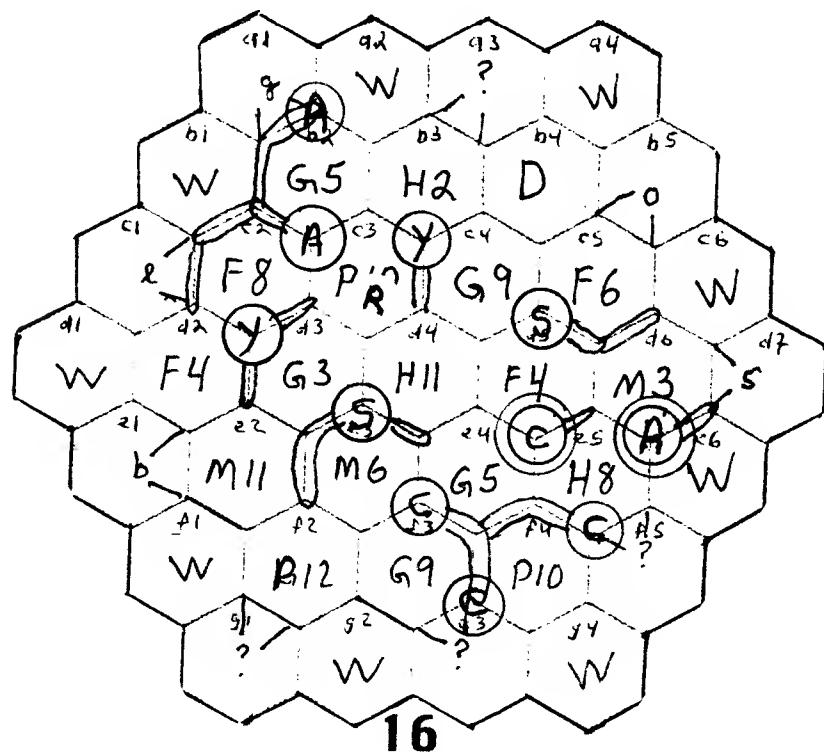
7.4 (A): Roll = 3: S & Y collect 1 grain @ d3. A collects 1 ore @ d6. Trades ore to Y for grain. Builds settlement @ a1/a2/b2 (-bgl).

8.1 (Y): Roll = 9: S & Y collect 1 grain @ c4. C collects 2 grain @ f3. No trade, no build.

8.2 (C): Roll = 2: Y collects 1 brick @ b3. Trade?

Assets: (the Robber is at c3)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
Y	2	2	0	2	0	0	1	2	--
C	0	2	0	1	1	0	0	5	--
S	1	2	2	0	1	1	0	2	--
A	1	0	0	1	0	0	0	4	--



TURN 10 (concluded)

Butitta chooses Trader and sell indigo (+1+2d). York passes Fisher sells corn (+0+1d). Martin sells sugar (+2d). Builder, Prospector and Settler gain 1d each.

TURN 11

Governor Fisher chooses **Builder** (+1d) and builds Wharf (5d, 4 cr). Martin builds Hospice (2d, 2cr). Butitta builds Wharf (8d, 1 cr). York can't build.

Martin chooses **Settler** (+1d) and picks Quarry and draws Sugar. Butitta picks Sugar. York picks Tobacco. Fisher picks Sugar(x). Tobacco and Indigo are discarded and five new plantations drawn.

Butitta chooses **Craftsman** and produces 1 indigo, 2 corn, 1+1 coffee, and 2d. York produces 1 indigo, 1 sugar and 1 corn. Fisher produces 2 tobacco, 2 corn, and 1d. Martin produces 1 corn and 1 sugar.

York chooses **Prospector** (+3d). Captain, Mayor, and Trader gain 1d.

TURN 12

Governor Martin chooses **Captain** (+1d) and loads 1 sugar on 7-Ship for 1+1 VP. Butitta must load 2 coffee for 2 VP. York must load 1 sugar for 1 VP. Fisher must load 2 tobacco for 2 VP. The 5-ship sails and returns tobacco to stock. Butitta jettisons 1 corn and 1 indigo. York must jettisons 1 corn. Fisher jettisons 1 corn.

Butitta chooses **Mayor** (+1d) and puts colonist on Wharf and Coffee, move colonist from Corn to coffee roaster. York places colonist on Tobacco. Fisher places colonist on Wharf. Martin places colonist on Hospice. Colony ship loads 4 new colonists.

York chooses **Builder** and builds Tobacco Storage (4d, 1 cr). Fisher builds L Sugar (2d, 2 cr). Martin builds L Sugar (2d, 2 cr). Butitta builds Sm Sugar (1d, 1 cr).

Fisher chooses **Trader** (+1d), but can't sell. Nor can Martin or York. Butitta sells 1 corn for 1d and clears the Trading House. Craftsman, Prospector, and Settler all get 1d.

TURN 13

Butitta: Gov. Sm Market(x), Sm Indigo(x), C Roaster(xx), Factory(x), Office(x), Wharf(x), Sm Sugar(_), Indigo(x), 2xCoffee(x), Coffee(_), Quarry(x), Corn(x), 2xSugar(_), Corn(x), 4d, 8 VP.

York: Sm Indigo(x), L Indigo(x), Sm Warehouse(x), Sm Sugar(x), Tobacco St(_), 4xIndigo(x), Corn(x), Tobacco(x), Tobacco(_), Sugar(x), Coffee(_), 0d, 14 VP, 1 corn, 8 indigo.

Fisher: Sm Market(x), Hospice(x), Sm Indigo(x), Tobacco St(x), Factory(x), Wharf(x), L Sugar(_), 2xCorn(x), 3xQuarry(x), 2xTobacco(x), Indigo(x), Sugar(x), 1d, 11 VP, 1 corn.

Martin: Sm Warehouse(x), Sm Indigo(x), Sm Sugar(x), Residence(_), Hacienda(x), Hospice(x), L Sugar(_), Corn(x), Sugar(x), 2xSugar(_), 2xQuarry(x), Indigo(x), Corn(_), Quarry(_), 4d, 9 VP, 1 indigo, 1 corn.

AVAILABLE BUILDINGS: All but Sm Indigo, Sm Market, Sm Warehouse, Hospice, Factory, Wharf, Residence.

AVAILABLE PLANTATIONS: Quarry, Coffee, Corn, Indigo, Tobacco(x2)

AVAILABLE ROLES: Builder, Captain, Craftsman(1d), Mayor, Prospector(1d), Settler(1d), Trader

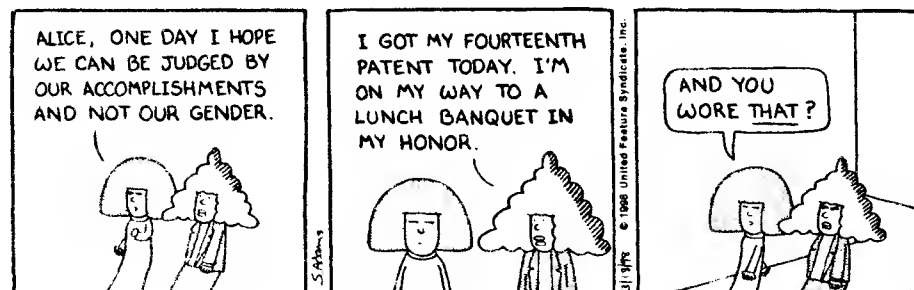
COLONY SHIP: 4 colonists

SHIPS: 5-ship, 6-ship (5 coffee), 7-ship (2 sugar)

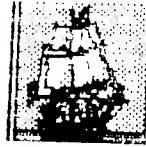
STOCK: 67 VP, 23 colonists, 4 coffee, 6 corn, 2 indigo, 9 sugar, 9 tobacco

TRADING HOUSE: empty.

Governor Butitta chooses ...



ON DECK



1835: Hanna, Zieske
AGE OF RENAISSANCE: Copeland
BALKAN WARS: K Wilson, Dave A
BRITANNIA: Zieske, Copeland, Dave A, Martin
COLONIAL DIP: Burgdorf, Copeland, Nichols, Dave A (need 3 more)
DIPLOMACY: K Wilson, Copeland, Nichols
GUNSLINGER: Scott, Fowble, R Fisher; need 4 or 5 more
HISTORY OF THE WORLD I: Zodda, Dave A (need 4-5 more)
KREMLIN: Nichols, Martin, Scott
LIFT-OFF: York, Dave Anderson
MACHIAVELLI: Nichols, Dave A, Scott (need 1-5 more)
MAGIC REALM: Butitta, Deb A (need 4-8 more)
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey (need 1-3 more)
PUERTO RICO: Bill Salvatore
RUSSIAN CIVIL WAR: Scott, Martin
SAMURAI (AH): Copeland
SILVERTON: Zieske, Deb A, Nichols (need 1-3 more)

OTHER POSSIBILITIES: 1829 (N OR S), 1830, 1856, 1870, 4000 AD, AIR BARON, ATTIKA, BRITANNIA II, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, HISTORY OF THE WORLD II, KAMAKURA, KREMLIN, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN, WIZARD'S QUEST

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The Bottom Line

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Source of the Nile

Turn 55



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 and 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), F22 (desert, oasis).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzon Dax: Is over. Kevin Wilson (#4) is the winner with (unofficially) 24 VP.